



Community Experience Distilled

Learning LibGDX Game Development

Second Edition

Wield the power of the LibGDX framework to create a cross-platform game

Suryakumar Balakrishnan Nair
Andreas Oehlke

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Learning Libgdx Game Development Second Edition

Oehlke Andreas

**Sebastian Di Giuseppe, Andreas
Kruhlmann, Elmar van Rijnsouw**



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Learning LibGDX Game Development - Second Edition Suryakumar Balakrishnan Nair, Andreas Oehlke, 2015-01-28

This book is aimed at indie and existing game developers as well as those who want to get started with game development using LibGDX Basic knowledge of Java programming and game development is required *Learning Libgdx Game*

Development Andreas Oehlke, 2013-09-23 A clear and practical guide to building games in libGDX This book is great for Indie and existing game developers as well as those who want to get started with game development using libGDX Java game knowledge of game development basics is recommended **Mastering LibGDX Game Development** Patrick

Hoey, 2015-11-26 Leverage the power of LibGDX to create a fully functional customizable RPG game for your own commercial title About This Book Learn game architecture and design patterns with concrete examples using proper software engineering principles Save time and money with this handy reference guide for future game development with LibGDX Design and develop a fully functional RPG video game from scratch with a hands on step by step approach using LibGDX Who This Book Is For If you are an intermediate level game developer who wants to create an RPG video game but found the creation process overwhelming either by lack of tutorials or by getting lost in a sea of game related technologies engines or frameworks then this book is for you This book assumes familiarity with Java and some basic knowledge of LibGDX What You Will Learn Develop characters with stat attributes player movement animation physics and collision detection Create interactive NPC characters with speech windows and build immersion via dialog trees Build inventory management system UIs with drag and drop items to sell buy and equip Design a quest system to expand out the content of your game Form interesting enemies with battle mechanics and spawn points Devise scripted cutscenes to add an element of story and drama Develop save and load game profiles Create special effects to give the game extra juiciness and polish and help build the atmosphere In Detail LibGDX is a Java based framework developed with a heavy emphasis on performance and includes cross platform support out of the box Windows OS X Linux iOS Android and HTML5 as well as providing all the low level functionality so that you can focus on developing your game and not battling with the platform LibGDX also has an engaged and responsive community active maintenance and is available for free without a prohibitive license Starting from the beginning this book will take you through the entire development process of creating an RPG video game using LibGDX First this book will introduce you to the features specific to RPG games as well as an overview of game architecture Then you will create map locations develop character movement add animation integrate collision detection and develop a portal system Next you will learn and develop a HUD and other UI components as well as an inventory management system You will then develop NPC interactions including dialog trees shopkeepers and quest givers After this you will design and create battle features for fighting enemies as well as event triggers for world events Finally you will add the final polish with sound music and lighting effects By the end of this book you will have learned and applied core components from the LibGDX framework

as well as have a finished game to use as a springboard for customization and story development for your own commercial video game

Style and approach This book walks you through the concepts and implementation of developing a complete RPG game unfolding chapter by chapter and building upon previous concepts Each chapter can be used as an individual reference with diagrams to explain core concepts with concrete example code explained in detail

[LibGDX Game Development By Example](#) James Cook,2015-08-26 Learn how to create your very own game using the libGDX cross platform framework About This Book Learn the core features of libGDX to develop your own exciting games Explore game development concepts through example projects Target games for major app stores quickly and easily with libGDX s cross platform functionality Who This Book Is For This book is intended for those who wish to learn the concepts of game development using libGDX An understanding of Java and other programming languages would definitely be helpful although it is not a must What You Will Learn Create and configure a libGDX project to get started with making games Get to grips with a simple game loop that will drive your games Manage game assets to reduce code duplication and speed up development Pack game assets together into single assets to increase your game s performance Display textures on the screen and manipulate them with play input Play various types of sounds that a game can generate Design and modify a game user interface with libGDX s built in tools Develop a game that will run across various platforms In Detail LibGDX is a cross platform game development framework in Java that makes game programming easier and fun to do It currently supports Windows Linux Mac OS X Android and HTML5 With a vast feature set on offer there isn t a game that can t be made using libGDX It allows you to write your code once and deploy it to multiple platforms without modification With cross platform delivery at its heart a game can be made to target the major markets quickly and cost effectively This book starts with a simple game through which the game update cycle is explained including loading textures onto your screen moving them around and responding to input From there you ll move on to more advanced concepts such as creating a formal game structure with a menu screen adding a game screen and loading screen sprite sheets and animations You ll explore how to introduce a font to optimize text and with the help of a game that you ll create you ll familiarise yourself with the 2D tile map API to create worlds that scroll as the characters move In the final sample game of the book you ll implement a basic version of an Angry Birds clone which will allow you to use the physic library box2D that libGDX provides access to An overview of exporting games to different platforms is then provided Finally you will discover how to integrate third party services into games and take a sneak peak at the Social Media API to get a basic understanding of how it fits into the libGDX ecosystem

Style and approach With this book you ll learn game development with libGDX through example game projects You ll finish the book with a thorough understanding of libGDX game development along with completed games that you ll have built yourself

[Beginning C++ Game Programming](#) John Horton,2019-10-31 Get to grips with programming techniques and game development using C libraries and Visual Studio 2019 Key Features Learn game development and C with a fun example driven approach Build clones of popular games such

as Timberman Zombie Survival Shooter a co op puzzle platformer and Space Invaders Discover tips to expand your finished games by thinking critically technically and creatively Book DescriptionThe second edition of Beginning C Game Programming is updated and improved to include the latest features of Visual Studio 2019 SFML and modern C programming techniques With this book you ll get a fun introduction to game programming by building five fully playable games of increasing complexity You ll learn to build clones of popular games such as Timberman Pong a Zombie survival shooter a coop puzzle platformer and Space Invaders The book starts by covering the basics of programming You ll study key C topics such as object oriented programming OOP and C pointers and get acquainted with the Standard Template Library STL The book helps you learn about collision detection techniques and game physics by building a Pong game As you build games you ll also learn exciting game programming concepts such as particle effects directional sound spatialization OpenGL programmable shaders spawning objects and much more Finally you ll explore game design patterns to enhance your C game programming skills By the end of the book you ll have gained the knowledge you need to build your own games with exciting features from scratch What you will learn Set up your game development project in Visual Studio 2019 and explore C libraries such as SFML Explore C OOP by building a Pong game Understand core game concepts such as game animation game physics collision detection scorekeeping and game sound Use classes inheritance and references to spawn and control thousands of enemies and shoot rapid fire machine guns Add advanced features to your game using pointers references and the STL Scale and reuse your game code by learning modern game programming design patterns Who this book is for This book is perfect for you if you have no C programming knowledge you need a beginner level refresher course or you want to learn how to build games or just use games as an engaging way to learn C Whether you aspire to publish a game perhaps on Steam or just want to impress friends with your creations you ll find this book useful **Getting Started with Unity 2018**

Dr. Edward Lavieri,2018-03-22 The Unity game engine has revolutionized the gaming industry with its complete set of intuitive tools This book will guide you through the entire process of creating a 3D VR game from downloading the Unity game engine to publishing your game It not only gives you a strong foundation but puts you on the path to game development

Hands-On Functional Programming with C++ Alexandru Bolboaca,2019-06-28 Learn functional programming and build robust applications using the latest functional features in C Key FeaturesLearn programming concepts such as loops expressive code and simple parallelizationUnderstand the working of Lambdas and Currying and write Pure functionsExplore event sourcing and other functional patterns to improve the efficiency of your applicationsBook Description Functional programming enables you to divide your software into smaller reusable components that are easy to write debug and maintain Combined with the power of C you can develop scalable and functional applications for modern software requirements This book will help you discover the functional features in C 17 and C 20 to build enterprise level applications Starting with the fundamental building blocks of functional programming and how to use them in C you ll explore functions

currying and lambdas As you advance you ll learn how to improve cohesion and delve into test driven development which will enable you in designing better software In addition to this the book covers architectural patterns such as event sourcing to help you get to grips with the importance of immutability for data storage You ll even understand how to think in functions and implement design patterns in a functional way By the end of this book you ll be able to write faster and cleaner production code in C with the help of functional programming What you will learn Understand the fundamentals of functional programming Structure your code by understanding the building blocks of functional programming Compare design styles in functional programming and object oriented programming OOP Use the concept of currying to create new functions in C Become skilled at implementing design patterns in a functional way Get to grips with multithreading by means of functional programming Learn how to improve memory consumption when using functional constructs Who this book is for This book is for C developers who want to learn functional programming but have little to no knowledge of the paradigm Although no prior knowledge of functional programming is necessary basic C programming experience will help you understand key concepts covered in the book

Building a 3D Game with LibGDX Sebastian Di Giuseppe, Andreas Kruhlmann, Elmar van Rijnsouw, 2016-08-29 Learn how to build an exciting 3D game with LibGDX from scratch About This Book Implement an exhaustive list of features that LibGDX unleashes to build your 3D game Write test and debug your application on your desktop and deploy them on multiple platforms Gain a clear understanding of the physics behind LibGDX and libraries like OpenGL and WebGL that make up LibGDX Who This Book Is For If you are a game developer or enthusiasts who want to build 3D games with LibGDX then this book is for you A basic knowledge of LibGDX and Java programming is appreciated What You Will Learn Learn the potential of LibGDX in game development Understand the LibGDX architecture and explore platform limitation and variations Explore the various approaches for game development using LibGDX Learn about the common mistakes and possible solutions of development Discover the 3D workflow with Blender and how it works with LibGDX Implement 3D models along with textures and animations into your games Familiarize yourself with Scene2D and its potential to boost your game s design In Detail LibGDX is a hugely popular open source cross platform Java based game development framework built for the demands of cross platform game development This book will teach readers how the LibGDX framework uses its 3D rendering API with the OpenGL wrapper in combination with Bullet Physics 3D Particles and Shaders to develop and deploy a game application to different platforms You will start off with the basic IntelliJ environment workflow and set up a LibGDX project with necessary APIs for 3D development You will then go through LibGDX s 3D rendering API main features and talk about the camera used for 3D Our next step is to put everything together to build a basic 3D game with Shapes including basic gameplay mechanics and basic UI Next you will go through modeling rigging and animation in Blender We will then talk about refining mechanics new input implementations implementing enemy 3D models mechanics and gameplay balancing The later part of this title will help you to manage secondary resources like audio music

and add 3D particles in the game to make the game more realistic You will finally test and deploy the app on a multitude of different platforms ready to start developing your own titles how you want Style and approach A step by step guide on building a 3D game with LibGDX and implementing an exhaustive list of features that you would wish to incorporate into your 3D game **LibGDX Game Development Essentials** Juwal Bose,2014-12-23 If you are a Java developer who wants to learn LibGDX and create great games then this book is for you To take full advantage of this book you are expected to be familiar with Java or any other object oriented language Experience of using Eclipse will be very useful *Libgdx*
Cross-platform Game Development Cookbook David Saltares Márquez,Alberto Cejas Sánchez,2014-10-29 If you want to make cross platform games without the hassle and dangers of writing platform specific code or If you are a game programmer who may have some experience with Java and you want to learn everything you need to know about Libgdx to produce awesome work this is the book for you To take full advantage of the recipes in this book you are expected to be familiar with java with good game programming knowledge

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